

Game masters, acquire a 52 card poker deck and shuffle. Draw three face up cards in order out onto the middle of the game area for all players to see. This reveals the situation of **the encounter**. The first card represents those involved in the encounter. The second card represents the basis of the conflict. The third card represents the demeanor of the conflict.

Two other cards are drawn. The game master may place each of these cards into one of the three spots to further add onto or modify **The Encounter**.

Hearts – Average People, Social and Political Interactions, Amicable

Diamonds – Rulers and the Wealthy, Financial and Economic, Uneasy

Clubs – Criminal and Rougher Element, Illegal and Legally Questionable, Dangerous

Spades – Down-trodden and Underprivileged, Labor and Rights, Desperation

The numbers may indicate the strength, number, and/or significance of the element. Jacks, Queens, and Kings represent special elements that may come up in future encounters. Aces are wild-cards and represent an element that may not be what it appears to be. The game master has the option to draw another card and may replace the Ace with that drawn card.

Remember: Interpretation of the cards is flexible and a cooperative activity.